
Subject: Re: Top 10 IDL Requests

Posted by [anne](#) on Tue, 18 Jul 2000 07:00:00 GMT

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My main request is for the ability to make polygon objects transparent. Someone posted a request for information on how to do this a short while ago but I don't think anyone responded so I'm assuming that it's not possible at the moment (unless you use volume rendering which is too slow).

I would also like to vote for fixing the bug that turns single element arrays into scalars.

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